

CLAIMS

We claim:

- 1 1. A programmable electronic game apparatus comprising:
2 a processing circuit;
3 a media reader coupled to the processing circuit;
4 a touch screen coupled to the processing circuit; and
5 a display member coupled to the processing circuit, the processing circuit
6 operable to display game indicia on the display member in response to program
7 instructions read by the media reader and receive input from the touch screen.
- 1 2. The programmable electronic game apparatus of claim 1, further
2 comprising input and output interfaces.
- 1 3. The programmable electronic game apparatus of claim 1, further
2 comprising at least one die having raised members readable by the touch
3 screen.
- 1 4. The programmable electronic game apparatus of claim 3, wherein the
2 display member comprises an LCD screen.
- 1 5. The programmable electronic game apparatus of claim 1, further
2 comprising a serial interface coupled to the processing circuit.
- 1 6. The programmable electronic game apparatus of claim 1, further
2 comprising a network interface coupled to the processing circuit.

1 7. The programmable electronic game apparatus of claim 6, wherein the
2 network interface comprises an Ethernet interface.

1 8. The programmable electronic game apparatus of claim 6, wherein the
2 network interface comprises a WiFi interface.

1 9. The programmable electronic game apparatus of claim 6, wherein the
2 network interface comprises an IEEE 1394 interface.

1 10. The programmable electronic game apparatus of claim 6, wherein the
2 network interface comprises a cellular telephone interface.

1 11. The programmable electronic game apparatus of claim 1, further
2 comprising a storage device coupled to the processing circuit.

1 12. The programmable electronic game apparatus of claim 1, wherein the
2 display member further comprises a polarized portion.

1 13. The programmable electronic game apparatus of claim 1, wherein the
2 display member is foldable.

1 14. A programmable electronic game apparatus comprising:
2 a processing circuit;
3 a media reader coupled to the processing circuit;
4 a touch screen coupled to the processing circuit; and
5 an LCD display coupled to the processing circuit, the processing circuit
6 operable to display game indicia on the LCD display in response to program
7 instructions read by the media reader and receive input from the touch screen.

1 15. The programmable electronic game apparatus of claim 14, further
2 comprising at least one die having raised members readable by the touch
3 screen.

1 16. The programmable electronic game apparatus of claim 14, wherein the
2 display member is foldable.

17. The programmable electronic game apparatus of claim 14, further
comprising a network interface coupled to the processing circuit.

1 18. A programmable electronic game apparatus comprising:
2 a processing circuit;
3 a media reader coupled to the processing circuit, the media reader
4 operable to read program instructions;
5 a touch screen coupled to the processing circuit, the touch screen
6 operable to receive a player input; and
7 an LCD display coupled to the processing circuit, the processing circuit
8 operable to display game indicia on the LCD display in response to the program
9 instructions and change the displayed game indicia in response to player input.

1 19. The programmable electronic game apparatus of claim 18, wherein the
2 display member is foldable.

1 20. The programmable electronic game apparatus of claim 18, further
2 comprising at least one die having raised members readable by the touch
3 screen.